DDDDDDDDDDD EEEEEEEEEEEE BBBBBBBBBBB UU	JU       UUU       GGG         JU       UUU       GGG       GGGGGGGGGG         JU       UUU       GGG       GGGGGGGGGG         JU       UUU       GGG       GGGGGGGGGG         JU       UUU       GGG       GGGGGGGGGG         JU       UUU       GGG       GGGGGGGGG         JU       UUU       GGG       GGGGGGGGG         JU       UUU       GGG       GGG         JU       UUU       GGG       GGG
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## STRUCDEF -- DECLARATION FILE FOR DATA STRUCTURE DEFINITION AND ACCESS MACROS USED IN THE VAX DEBUGGER

Version:

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'V04-000'

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Bert Beander August, 1981.

MODULE FUNCTION:
This REQUIRE file contains all macros used in defining and accessing data structures (BLISS BLOCKs) in the VAX Debugger. These symbolic names should always be used in BLISS field-References.

DATA STRUCTURE DEFINITION AND ACCESS

The following macros must be used in defining field names for all data structures in the Debugger. These macros supply the position, size, and sign-extension values when used in FIELD declarations for BLOCK and BLOCKVECTOR data structures. The various generic forms (as specified by the letters in the names) are as follows:

Materialized address Longword
Zero-extended word
Zero-extended byte
Zero-extended bit field
Sign-extended word
Sign-extended byte
Sign-extended byte
Sign-extended bit field LWBV SBSV

The "A" form should be used whenever the field being defined is such that only the address of the field may be materialized in a structure reference; that is, fetch and store operations on the field are not valid. An example of such a field is an ASCII string.

Each of the 'V' and 'SV' forms take one or two parameters. The first parameter is the bit position within the longword (or byte) and the second is the field size in bits. The second parameter is optional; if omitted, it defaults to 1. Thus V (5) means bit 5 while V (5,3) means the 3-bit field starting at bit 5 and ending at bit 7. Bit positions are counted from the low-order (least significant) end of the longword, starting at zero.

The following data structure picture shows the locations of the various fields that can be specified. Note how the bit positions are numbered along the top of the illustration.

## 

0 1 B3\_ B2\_ B1\_ 2 B0

.... MACRO

! Address of a longword 0. 0 %. 0 %. ! Address of byte 0 ! Address of byte 1 ! Address of byte 2

```
15-Sep-1984 22:59:49
15-Sep-1984 22:43:28
                                                                                                   VAX-11 Bliss-32 V4.0-742 Page $255$DUA28:[DEBUG.SRC]STRUCDEF.REQ;1
                       A3_
                                 = 24, 0,
                                             0 %.
                                                             ! Address of byte 3
                                                                Longword
                                                                Word, zero-extended
0104
0105
0106
0107
0108
0109
                                                                Byte, zero-extended
                       W0_
                                                                Word 0 zero-extended
                                                                Word 1 zero-extended
                                                                        zero-extended
                                                                Byte
                                                                        zero-extended
                                                                        zero-extended
                                                                Byte
                                                                Byte 3
                                                                        zero-extended
                       V_(P,S) = P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 0 %, ! Unsigned bit field
                       Bits in BO_
Bits in B1_
Bits in B2_
Bits in B3_
                        SW-
                                                              ! Word, sign-extended ! Byte, sign-extended
                        SWO_
SW1_
                                                                Word 0 sign-extended
                                                                Word 1 sign-extended
       00000000000000
                                                                Byte 0 sign-extended
0128
0129
0130
                        SB1_
SB2_
SB3_
                                 =
                                                                Byte 1 sign-extended
                                = 16.
                                                               Byte 2 sign-extended
Byte 3 sign-extended
                       SV_(P,S)= P, %IF %NULL(S) %THEN 1 %ELSE S %FI, 1 %, ! Signed bit field
                       Bits in BO_
Bits in B1_
Bits in B2_
Bits in B3_
```

## COMMAND QUALIFIERS

BLISS/LIBRARY=LIBS:STRUCDEF.L32/LIST=LISS:STRUCDEF.LIS SRCS:STRUCDEF.REQ

Run Time: 00:01.3 Elapsed Time: Lexemes/CPU-Min: 6412 Memory Head Memory Used: 12 pages

END OF STRUCDEF.REQ

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: Library Precompilation Complete

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